



A Jumpchain CYOA by WoL_Anon

Ver. 1.0

*All together now
Hey yeah, we should come together
Let's be heroes in the night (in the night)
Like spotlights beaming in the black sky
We can lift the darkness with our light
Cause everybody's in harmony (Together now)
Harmony (All together now)
Harmony
In harmony*

You arrive in this world as Hugo attempts to deliver a package to Eon, before being startled by a sheep. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Skylands is home to a great variety of creatures, and you now have the opportunity to become one of them. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Humanoid

Although humans do not properly exist within Skylands, many human-like species do. With this option you may design for yourself a humanoid form. It can deviate from a traditional human in various minor ways, such as skin colour, ear shape, or number of fingers, but however you design it, it cannot provide additional advantages not held by a human.

[Free] Elf

A species of humanoids with pointed ears. Most are green-skinned, though blue-skinned elves also exist. Your eyes lack pupils. Stealth Elf, as her name suggests, is an elf.

[Free] Gremlin

A small furry creature. Mostly a head, with arms and legs sticking out. You also possess a long tongue. The Skylander, Pop Fizz, is a gremlin.

[Free] Grumblebum

A truly bizarre creature. You are mostly head, with arms and legs sticking out. The head is misshapen, possesses either two or three eyes, and may also have tree branch-like horns sticking out of the top. Bad Breath, a cadet at Skylanders Academy, is a grumblebum.

[Free] Mabu

One of the most common species in Skylands, the Mabu are furry, mammal-like bipeds. They are generally a peaceful species. Hugo and Captain Flynn are both Mabu.

[Free] Mutant Bandicoot

Like the legendary Crash Bandicoot, you are a genetically modified bandicoot, giving you a humanoid shape.

[Free] Red Pepper

Like the villainous Chef Pepper Jack, you are an anthropomorphic red pepper. Avoid rubbing your eyes, as it can be extremely painful.

[100cp] Crocogator

Like Snap Shot, you are an anthropomorphic crocodile/alligator. This affords you a strong bite and sharp teeth, but little else beyond the ordinary.

[100cp] Penguin

Like Sensei King Pen, you are an anthropomorphic penguin. Interestingly, you seem to have toes instead of webbed feet. You have a large frame, which offers some additional physical power, but little else beyond the ordinary.

[100cp] Sky Baron

Like Jet-Vac, you are a Sky Baron. Resembling an eagle in many respects, they notably lack wings, preventing them from natural flight. When you are frightened, you will lay eggs. These eggs will not produce children, but when thrown create small magical explosions.

[100cp] Troll

You are green skinned, with pointed ears, and a bit of an underbite. Trolls possess a very minor regenerative ability, allowing them to take a bit more punishment than other species. Glumshanks is a troll.

[100cp] Werewolf

Like the villainous Wolfgang, you are a large humanoid wolf. Though referred to as a werewolf, this form is actually permanent; you don't change between human and wolf forms. Your larger frame offers some additional strength, but little else.

[300cp] Broccoli Wizard

Like the villainous Broccoli Guy, you are an anthropomorphic broccoli. You have some innate magical ability, which allows you to slowly heal allies. You can only heal one ally at a time.

In addition to this, you have a special power unknown to the majority of Skylands. With it, you can absorb the eight elements of Skylands, provided you can find a strong enough source of them. With each element you have drained, you will experience a growth in size and power. You cannot stack buffs from the same element. This growth is only temporary, lasting a day at most, and taking enough damage will end it prematurely. However, should you have drained all eight elements (Air, Earth, Fire, Life, Magic, Tech, Undead, and Water), you can remove your buffs to bestow a copy of your innate healing ability onto another being, permanently. You can do this as often as you like, but must acquire the eight elements again each time.

Skylands elements you have come to possess in a different way (such as the Elective Element perk) do not count, meaning they won't prevent you draining that element for a buff, but also don't count

towards having all eight elements for the purposes of bestowing your healing ability. Post-jump, you will be able to drain similar energies sources to these Skylands elements, which act in the same way.

[300cp] Lava Monster

Like Eruptor, you are a creature made from molten rock. You can breathe fire, shoot fireballs from your 'hands', vomit lava from your mouth as well as spew from a jewel on top of your head. Your body is not entirely stable; it can 'melt' into a pool when you are distressed. You can slowly reform from this melted state after a few minutes.

Your fire-related abilities are tied directly into your anger. If you can't get angry, you will have a hard time using them. Conversely, if you lack proper control over your emotions, you will have difficulty wielding these powers as you would like.

[400cp] Gold Statue

Like the villainous Golden Queen, you are a living golden statue. You can levitate both yourself, as well as others who allow it. You can use your magic to turn objects and people into solid gold. This can be done both by touch, as well as by firing beams from your eyes or hands. You can even fire your beams into a telephone in order to hit someone on the other end with it. Being turned into solid gold will not cause any permanent damage, and those turned will eventually be able to break out of this state, reverting to normal. Beings that are more powerful than you are immune to this effect entirely. You can also use your magic to fire off generic magical blasts, and generate a strong magical barrier to protect yourself.

[500cp/600cp] Purple Dragon

A powerful species by nature, dragons can be found both amongst the Skylanders and the world's most dangerous villains. You are a young dragon, around the same size as Spyro as he is a few days away from graduation. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a purple dragon, you possess wings, granting you flight. You can also breathe fire, and possess sharp talons which will allow you to scale walls as well as serving as powerful natural weapons. With your fire breathing and flight in combination, you can perform sky writing, which you can do at an extremely fast speed.

For an additional 100cp (600cp total), you have gone through a special mutation that Spyro will experience in about a year's time. This has caused your scales to dramatically improve in their durability. This has occurred without a loss of sensitivity, and so you will still experience the same pain you would otherwise, even if you do not actually take damage.

[600cp] Wizard/Sorceress

You are descended from magic users, and thus the aptitude for Skylands magic flows through your blood. You possess a generally human appearance, though you have four fingers on each hand

instead of five. Optionally, you may possess the same forehead markings as Kaos, which will glow when you tap into your magical power.

To begin with, you have the same magical power as Kaos in his first appearance. You can fire a blast of generic magical energy, and possess one or two additional magical abilities. With time and practice, you can increase your raw magical power, as well as learn additional magical abilities. See the notes section for more information on this.

[600cp/800cp] Violet Dragon

A powerful species by nature, dragons can be found both amongst the Skylanders and the world's most dangerous villains. You are a young dragon, around the same size as Cynder. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

As a violet dragon, you possess wings, granting you flight. Your breath weapon is either a fire breath or electricity, chosen upon purchase of this species. You possess sharp talons which will allow you to scale walls as well as serving as powerful natural weapons. You can also use a Shadow Dash, temporarily becoming an intangible dark cloud, and moving with a quick burst of speed.

For an additional 200cp (800cp total) you are already fully grown. Optionally, you may take on a similar colour palette to the Dragon King, Malefor, primarily black, with lava-like markings between your scales. You are enormous, the same size as Malefor. You are stronger, faster, and your breath weapon is much more powerful. Finally, you have gained the special ability to broadcast images of yourself in the sky across the world.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Cadet

You are currently enrolled in Skylanders Academy, pursuing a future career in heroism. You may decide whether you are still in your first year of lessons among the likes of Flashwing, Wind-Up, and Trigger Happy, or on the verge of graduation along with Spyro, Stealth Elf, and Eruptor.

Mentor

You are employed by Skylanders Academy in some manner. You may be a Skylander yourself, also serving as a professor, among the likes of Pop Fizz and Jet-Vac. You may not be a Skylander, but still teach in some capacity, like Master Eon. Alternatively, you may simply be in charge of various administrative duties, like Hugo.

Fortunately, for whatever reason, you are not currently written into the Book of Skylanders, and are thus not affected by its power.

Villain

Not all citizens of Skylands have good intentions, lest there be no need for heroes. You are one of these ne'er-do-wells, seeking to commit villainy for your own selfish ends. Or perhaps, this is some kind of façade?

-Location-

Roll 1d8 or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Skylanders Academy – Grand Library

The Grand Library within Skylanders Academy often serves as a meeting place for Skylanders, and a command centre from which Master Eon can operate. Hidden somewhere in the library, is a special vault which can only be accessed by those possessing the correct facial hair.

Those with the Mentor Origin may choose to begin here for free.

[2] Skylanders Academy – Thinking Spot

A small, deserted island, located close to the Academy proper. Students and staff alike regularly visit here in order to quietly reflect on the past, and plan for the future.

Those with the Cadet Origin may choose to begin here for free.

[3] Skylanders Academy – Campus Town

Situated on the outer campus of Skylanders Academy, this small town offers a number of services, including a bank, a gym, and various stores. Regulations of the school still apply here, and Skylanders will often patrol to keep the town crime-free.

[4] Falling Forest

Named for its dead trees, which have a habit of falling unexpectedly. It was here that Master Eon found Spyro, many years ago. The forest can be a dangerous place, with some areas having the mysterious ability to nullify one's powers. Even so, villains and retired Skylanders alike often choose to take up residence in the forest, away from the hustle and bustle of more populous areas.

[5] Cloudcracker Prison

This maximum-security prison holds the worst of the worst in Skylands. Its current warden is Snap Shot, a veteran Skylander. Fortunately, you are not imprisoned here, and are merely a visitor. Still, if you should have some kind of shady background in this world, it would be wise to leave before you are given a far more permanent stay.

[6] Cadaverous Crypts

Oh dear! It seems you have arrived right in the heart of the Cadaverous Crypts. This dreary-looking area is ruled over by the Dragon King Malefor. If you aren't prepared to submit to this massive evil-doer, you may want to leave here as quickly as possible.

[7] Kaossandra's Castle

A large, evil-looking castle. It is home to Kaossandra, the mother of Kaos. A smaller guest castle is located next-door. This former outhouse is the residence of Kaos himself, who is currently hard at working plotting his 315th attack on the Skylanders. Both castles are protected by strong magic that prevents them from being detected, and on top of that Kaossandra regularly has them moved.

Those with the Villain Origin may choose to begin here for free.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Cadet Perks

[100cp, Free for Cadets] Fast Friends

You have a natural sort of charm about you, allowing you to form genuine friendships with others in short amounts of time. This inherent likeability only extends so far; you won't be making friends with those you insult, harm, or otherwise act against by the power of this perk alone.

[100cp, Free for Cadets] Well Punned

You have a natural aptitude for various types of wordplay, including puns. Maybe you could use this to come up with your own catchphrase?

[200cp, Discounted to Cadets] Mole Hunter

It seems you have very good instincts when it comes to the trustworthiness of your allies. Your suspicions will quickly be raised when a turned ally makes even minor missteps. Similarly, when a former enemy comes over to your side, you will have a 'gut feeling' that you can trust them when they are indeed genuinely switching teams.

[200cp, Discounted to Cadets] Stealth Health

You have an extraordinarily healthy body. To begin with, you are completely immune to mundane illnesses. On top of that, your enhanced metabolism will allow you to recover from magical or otherwise supernatural diseases and illnesses at a much faster rate than you would otherwise, though this will not prevent you experiencing the worst these diseases have to offer, in and of itself.

[400cp, Discounted to Cadets] Detective Mode

A power fit for a genius. Using it, time will appear to pause, and the world around you will take on a blue/grey tint. Further, your vision will dramatically improve, allowing you to notice things that would have gone otherwise missed by you. Even analysing crumbs across a room would be possible for you.

However, you must practice moderation in this use of this power. Overuse will result in severe headaches, as well as eye strain.

[400cp, Discounted to Cadets] Unstealable Light

There are forces at work in this world that seek to corrupt and defile all those around them, taking their inherent goodness and replacing it with pure evil. Fortunately, you will never have to worry about such a fate befalling you. You are immune to the effects of corruptive energies, and powers which aim to control you by forcibly shifting your sense of morals similarly fail to work on you as well.

[600cp, Discounted to Cadets] Groomed for Greatness

It seems that everyone can tell that you are destined for great things! Wise and powerful mentors will attempt to recruit you into their schools, and even give you some degree of preferential treatment. Minor rule-breaking and tardiness will be forgiven. Even if you fail a test, the later demonstration of what the test is supposed to assess will allow you to proceed as if you had passed it in the first place. Even your enemies will prefer to turn you to their cause instead of kill you outright, if it is at all possible for them.

You can toggle this perk off whenever you like, in case you wanted to be treated just like everyone else.

Mentor Perks

[100cp, Free for Mentors] Skylanders Unite!

Upon purchase of this perk, nominate a catchphrase. Regardless of what it is, loudly declaring the catchphrase will serve as an effective rallying cry for your teammates, motivating them to do their best with the task at hand.

[100cp, Free for Mentors] Artist

You have a natural talent for portraiture, able to expertly capture the likenesses of others in both drawings and paintings. With your skill, you can even touch up the works of Master Eon into something resembling actual people!

[200cp, Discounted to Mentors] Inspirational

You are highly charismatic, able to give off-the-cuff speeches that can inspire others, and unify them under a single cause. With a talent like this, a SED talk may well be in your future.

[200cp, Discounted to Mentors] Therapist

You have the knowledge and skills necessary to be a highly competent therapist. With this talent, you will be able to bring out the best in your charges, by helping them overcome their inner demons.

[400cp, Discounted to Mentors] Last Resort

By sacrificing yourself, you can create a powerful magical explosion. It will always be more powerful than your strongest attack, and will at a minimum be enough to destroy an Arkeyan Conquertron. However, using this technique will result in your death, and the complete destruction of your body, making it best used as a last resort.

Post-chain, this technique will no longer kill you outright, instead reverting you to the form of a mere spirit. As a spirit, you are fortunately unable to be killed in mundane ways, however strong magic, and corruptive forces such as The Darkness are capable of destroying you completely. You will also be unable to use any of your other powers and abilities, or physically interact with the world around you. You will not be able to use this power again unless you have managed to restore your physical form.

[400cp, Discounted to Mentors] Omnicompetent Assistant

You are able to learn and improve mundane, non-combat related skills at an extremely fast rate. Further, you are able to simultaneously learn vastly different skills, or advance in vastly different fields of study, without your existing knowledge base interfering with learning something new, or learning to do something in a new way. Why, within a few years you could be a competent lawyer, teacher, therapist, personal assistant, and perhaps even more!

This boost will not apply once you have improved in a skill beyond what would be possible for a normal person on a modern Earth.

[600cp, Discounted to Mentors] The Hair

You possess a luxurious, lengthy, head of hair. It gives you an air of authority, as well as makes you highly attractive to your preferred sex. You are able to control your hair as if it were an additional limb, letting you use it to attack your enemies, as well as grab onto and manipulate objects just as well as your hands could.

You also possess a 'hair sense', where your hair will behave oddly in order to alert you to immediate danger. In time, you may be able to come to enough of an understanding with your hair that it will be able to alert you to potential danger in the medium and long-term.

If your hair is cut down significantly, it will be unable to provide all of these advantages to you, so you will want to make efforts to protect it and maintain it.

Alternatively, you may possess a long beard that provides these advantages instead.

Villain Perks

[100cp, Free for Villains] Golden Beauty

Your physical attractiveness has been enhanced. You may decide whether this is a feminine beauty or a masculine handsomeness. Perhaps you could leverage this to get others to do your dirty work?

[100cp, Free for Villains] Unflappable

It seems that constant exposure to the worst this world has to offer has caused you develop quite the tolerance for it. You have a greater pain tolerance, and you are able to keep your cool during combat, or other times of crisis.

[200cp, Discounted to Villains] Shadow Form

You have learned a special ability, which allows you to temporarily adopt a form of a dark mist. This form is immune to traditional forms of harm, such as blunt force, slashing, or stabbing attacks, which all simply pass through the mist. However, as long as remain in this form, you will be unable to attack or use other powers. Further, you can be interfered with by strong winds. Vacuums can suck you up and trap you, and being completely dispersed by strong winds will prevent you from returning to normal, and will also count as death for purposes of chain failure.

[200cp, Discounted to Villains] Double Agent

You have what it takes to be a successful double agent. You are quite talented at acting, allowing you to adopt fake identities and successfully act them out for months on end. You also have a vague

sense for when it wise to build trust amongst groups you are infiltrating, and when it is wise to undermine them.

[400cp, Discounted to Villains] Dark Magic Safety

Recklessly using the dark magic in this world is very dangerous. Even a single use can put one down the path of corruption. Fortunately, such a problem doesn't apply to you. You are able to wield inherently corruptive energies and magics safely, without any chance such powers warp your mind, body, or soul, in an undesirable way.

[400cp, Discounted to Villains] Escape Hole

This power allows you to create a wormhole. In order to create it, you must channel your energy at a single point for an extended period of time, usually around a few minutes. Being disrupted during this time will cause the wormhole to quickly close, forcing you to start all over again. An opened wormhole will last for about a minute before closing. You can close it earlier if you like. Your wormhole is capable of taking you to any place you have previously been, provided it is still on the same planet. You can only have one wormhole open at a time.

[600cp, Discounted to Villains] Light Eater

A highly advanced power of darkness. Using this ability, you are able to consume the 'light' of an individual; in other words, their inherent 'goodness'. This process will take a few minutes, requires that you are not interfered with, and that the target not be able to resist (such as by being magically suppressed, or by being in a state of unconsciousness). You can use the light taken from the target in order to empower and enhance your magical ability; powerful beings and more 'good' beings, such as great heroes will provide more of a boost.

Those who have had their light taken will undergo a change in appearance, adopting a black and silver colour palette. They will become evil in nature, as well as loyal to you. They will otherwise retain their personality, memories, and powers and abilities. In rare cases, they may develop an additional power or ability. This personality change is not fixed; over time, they may re-learn to be 'good', or become disloyal. However, as you have already turned them, it will take minimal effort for you to reinforce their loyalty and evil nature. Doing so will not allow you to gain additional light from them.

General Perks

[Free] Elective Element

You are attuned to one of the eight (yes, eight) elements of Skylands: Air, Earth, Fire, Life, Magic, Tech, Undead, and Water, chosen upon purchase of this perk. You gain a minor boost to any of your powers and abilities that relate to your chosen element.

[100cp] Putrid Breath

By burping, you can release a particularly disgusting breath, capable of knocking out those sensitive to bad smells. This stench is long lasting, and seeps into clothing, making it difficult to remove. Fortunately, you will only ever release this disgusting smell when you want to, and cannot do so accidentally.

[200cp] EXTREME Acrobatics

You have enhanced agility, as well as acrobatic ability. With this, you can imitate the legendary Crash Bandicoot's movements, including Cyclone Spins and rapid-fire punching.

[200cp] Technology Manipulation

A power of darkness. With this, you can telekinetically move around technology up to the size of a car. Further, should you possess any other power and abilities, you will be able to use technology as a vector from which to operate them. For example, if you possessed a mind control power, you could charm emails so that those who viewed them would fall under the effects of the mind control.

[300cp] Academy Alchemist

You have a natural talent for Skylands alchemy. To begin with, you are able to create two potions. The first, when thrown, will create a rapidly expanding green foam, that can safely trap others inside. The second, when imbibed, will cause one to become 'bouncy' for a short period of time, bouncing off any surface they come into contact with. Both potions can be made from ingredients commonly found on Skylands. In time, you may learn to tweak or improve these potions, or even develop new ones entirely. See the notes section for more information on this. You may also learn to substitute in ingredients from other worlds, allowing you to make your Skylands-based potions anywhere you go.

[300cp] Dream Catching

With this power, you can enter the dreams of others. While you may not physically harm those whose dreams you have entered, you can freely change their dreams, in order to instil phobias or otherwise mess with them. You can also keep them asleep as long as you remain in the dream with them. However, should the target recognise you as an external force acting upon them, and also recognise the power they have in their own dream, they will be able to fight back, limit the power you have in their dream, and also force themselves awake.

[300cp] Psychic Detection

You have an innate psychic ability. With it, you can detect magical and psychic powers. Further, should you know the location of an object or person, you can automatically determine the best possible route to it. If it is possible for you to get there, you will know how to do it.

You can also use this psychic ability to shield yourself from psychic or magical detection, in the event you don't want to be found.

[300cp] Teleportation

You are able to teleport at will, leaving and arriving in a puff of coloured smoke (the colour is decided upon purchase of this perk). The range is generally fairly limited, usually to line of sight. However, the more familiar you are with the area you are in, the further you may push this range.

The biggest limitation to your teleportation, is that you cannot use it to bypass obstacles blocking your path; attempting to teleport somewhere without an available path will have you teleport right in front of the obstacle blocking you, then immediately running into said object.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Cadet Items

[100cp, Free for Cadets] Pancakes!

You have an endless supply of delicious pancakes, which you can retrieve whenever you like, no matter how improbable that might be.

[200cp, Discounted to Cadets] SuperCharger

In this continuity, the term SuperCharger actually refers to the Vehicles employed by the Skylanders. They differ from the Vehicles from the mainline continuity in that they are not powered by Rift Engines, and cannot be upgraded through the use of Gearbits. Additionally, these SuperChargers are not divided into terrain type; all of them are capable of flight, even the ones that look like they would be limited to acting as a land-based vehicle.

Yours may be of a model similar to Hot Streak, Tomb Buggy, Stealth Stinger, or Sun Runner. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted to Cadets] Anti-Evil Serum

A special serum synthesised with various magical ingredient, Fire Viper venom foremost among them. When imbibed by a being that has overtaken by darkness, or corrupted by some foreign energy or force, that being is purged of their darkness and corruption. This splits the being into two; one that is how the being originally was, and one that is the 'evil' side. This results in no loss of

power to either half. Generally speaking, the evil half will be poorly disposed towards the normal half, and in most cases will try to attack them. Using the serum on the evil half after it has split off will produce no effect, as will the serum being imbibed by someone that has not been corrupted or otherwise overtaken by a dark force.

If used on the Jumper, a companion, or a follower, the 'normal' half will be considered to be the Jumper, companion, or follower, respectively, for the purposes of determining who gets to continue on the chain at the end of a jump.

Should the serum be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, should the serum be imbibed correctly, it will not reappear in your Warehouse until the next jump. Post-chain, a correctly imbibed serum will reappear after ten years.

[600cp, Discounted to Cadets] Time Disruptor

This amazing handheld device is capable of creating a portal to any point in time, and any point in space as long as it is on the same planet. The device can only move backwards and forwards through time, not 'sideways' (to parallel timelines). Making significant changes to the past will cause the creation of a splintered timeline when you return to the future. Minor changes will not do this. Should you go back to the point where significant changes were made to the timeline, and generally 'fix' them (correcting the change doesn't have to be perfect, as long as the broad strokes were made the way they originally were), returning to the future will bring you back to the original timeline.

Your time disruptor has four charges, allowing for two return trips. At the start of each new jump, your time disruptor will regain any lost charges. Post-chain, this will occur every ten years (of experienced time for the device; you won't be able to jump forward by increments of ten years indefinitely).

Should your time disruptor be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. The replacement will possess the same amount of charges as the original.

Mentor Items

[100cp, Free for Mentors] Hover Podium

A small, floating piece of earth, with a podium attached to it. The podium has built-in controls that allow one to move the combination of the two around. It also has a pair of mirrors coming out of the sides of the podium, which allow one to look behind them. The hover podium moves at a moderate speed, but offers nothing in the way of protection or offense.

Should your hover podium be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp, Discounted to Mentors] Wumpan Puzzle Box

A special puzzle box. The box is nearly indestructible, allowing it to serve as an excellent hiding place for small valuables. The only way to open the box is to try opening the box whilst also being 'true of

heart'. This will allow generally 'good' beings to easily open the box when they like. For 'evil' beings, performing a deliberate act of 'goodness' can briefly fool the box, allowing it to be opened.

Should your Wumpan Puzzle Box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Unfortunately, anything stored inside the box will not be replaced.

[400cp, Discounted to Mentors] Evil-scope

A large, magical telescope. By looking through it, you will be able to foresee evil acts before they come to pass.

As amazing as such a device sounds, there are risks. Firstly, it will not work on those who have anti-scrying protections. Secondly, in worlds where evil is a tangible force that acts upon the world (like this one), evil prevented in such a manner will manifest elsewhere. Should enough of it build up in one place, it could create a vortex that tears the world asunder.

Should your Evil-scope be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted to Mentors] Arena

A large arena, found close to your starting location. It possesses powerful hologram technology. The arena is capable of scanning your mental data, and then recreating enemies you have fought before as holograms. The holograms are just as powerful as they were when you fought them, though since their data is taken from your memory, they will lack techniques you have no knowledge of them possessing. The holograms can cause harm, but are not able to leave the arena. While being defeated may be painful, you will never suffer true death or chain failure from losing in the arena, so feel free to challenge yourself. The arena also features plenty of seating, so it can be used to spectate the training of others, or to host events.

In future worlds you may decide whether it becomes attached to your Warehouse, or if it is placed at an appropriate location.

Villain Items

[100cp, Free for Villains] Obvious Disguises

A supply of various disguises. On the surface, these disguises seem rather poor, leaving your face perfectly visible, and sometimes being no more than a simple wig. However, when worn they somehow completely obscure your identity. Only those who see you put on the disguise, or are informed of your identity by either you or someone already in the know, will be able to tell that it is you. Once someone has seen through your disguise, they will be unable to be fooled by the same disguise for 24 hours.

Should any of your disguises be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted to Villains] Book of Dark Magic

A special, magical tome. Whilst you are holding in, you will experience a moderate increase in the efficacy of any darkness or evil related magical abilities you have at your disposal.

Should the book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted to Villains] Airship

You have acquired an airship, to do with as you please. Should events proceed as normal, Kaos will acquire a similar airship when he gallivants across Skylands as a pirate captain. Your airship has side-mounted cannons, along with a supply of cannonballs which never seem to diminish, no matter how many you fire. It will also never run out of fuel, allowing you to use it as often as you like. It is large enough in size to house a small crew of around five to ten people.

Should your airship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted to Villains] Iron Fist of Arkus

This surprisingly normal-sized gauntlet allows you to summon, and then control, a massive robot known as an Arkeyan Conquertron. The Conquertron will always be summoned on your position, and you will be automatically moved on to be standing on top of its head. The Iron Fist only commands a single conquertron; the summoning will move an existing one to your position if it has already been summoned before. If you haven't summoned one before, or existing one has been damaged beyond the ability to function, the Iron Fist will create a new one (in the case of a damaged existing Conquertron, it will disappear when the new one is created).

The Arkeyan Conquertron is capable of flight. It possesses immense strength, allowing it to be one of the few things in Skylands that can destroy the Core of Light. It is also very durable, beyond the ability of most Skylanders to destroy, or even damage. Within the chest of the Conquertron are two smaller Arkeyan Robots, which the Iron Fist can also control. These robots are a challenge for most Skylanders, but are vulnerable to EMPs.

Should your Iron Fist of Arkus be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

General Items

[Free] Phone

It seems everyone around here has one of these. Made via the use of both Magic and Tech elements, this mobile phone operates just about as you would expect a smartphone to. Where it differs is that the screen can also project outwards in order to create a 3D effect on video calls. Your phone will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it. Lastly, it comes pre-loaded with 'Harmony' by Timbaland as a ringtone.

[50cp, Free with The Hair Perk] Hair Spray For Jumper

You have an endless supply of special hair spray, that will keep your hair in perfect condition. It also works on any facial hair you possess. You will be able to produce this hair spray at any time, no matter how improbable that may be.

[50cp] Replica Book of Skylanders

A replica of the Book of Skylanders. Inside its page are well-drawn portraits of anyone to ever earn the title of Skylander. Unlike the original, this copy of the book does not have any magical effects applied to it.

Should your copy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Dangerous Power Wielding For Dummies

Authored by Kaos, this guide details ways in which one can irresponsibly abuse their power, without regard for the consequences. It offers some insight into the disturbed mind of its author, but the guide itself provides nothing in the way of practical information.

Should your copy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Starting Funds

Each purchase of this item will give you a small pile of treasure. If you are careful, it will allow you to live comfortably in this world for a whole year. This treasure will not return once spent, so spend it wisely.

[50cp] Villain Memorabilia

A collection of various figurines and comic books relating to the many villains in Skylands, rivalling the one possessed by Kaos.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Red-Hot Egg Beaters

A pair of egg-beaters, attached to a single hand-crank. When using the hand-crank, the end of the beaters will fire off a red-hot laser blast.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Uncle Merle's Lizard Gizzards

Uncle Merle's is a restaurant that sells their trademark lizard gizzards, as well as sides and drinks. By purchasing this, you will ensure that Uncle Merle's will not have to rebrand as they will should

events proceed as normal. Further, they will be able to expand their business in future worlds you visit. In each future world, you may choose whether Uncle Merle's is attached to your Warehouse, or placed somewhere appropriate in that world.

[300cp] Bone Harp

This magical harp, made from bone, has the ability to entrance others. The person playing the harp is able to give commands to those that hear the harp being played (the player cannot entrance themselves in this way). The trance will break after a few minutes, unless the harp continues to be played. Should the harp be damaged, the trance will automatically break.

Should your bone harp be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[300cp] Wrench and Goggles

A set of wrench and goggles, similar to that possessed by Sprocket.

Used in combination, they are able to analyse evidence in order to help solve crimes. The wrench also has additional features on its own. It can channel electricity through it, allowing it to serve as an effective melee weapon. By smashing it on the ground, it can also create a small electric shockwave which travels along the ground away from you.

Perhaps most importantly, the wrench is able to reprogram objects created with the Tech element. Post-jump, it will also be able to reprogram objects that you have sufficient programming knowledge to reprogram manually, saving you some time.

Should either the goggles or wrench be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world. They receive an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

Using this option, you may recruit a single character to join you on your journey. In order to qualify for this option, the individual must both be named, and have at least a speaking role within Skylanders Academy (the TV series, not the place of learning). They must also not otherwise appear in this section. For Hex and Skull, as well as Gary and Claire Skylandersson, you can acquire both for one purchase of this option, and then decide whether they share one singular companion slot (sharing future purchases between them), or if they each take up a separate companion slot.

[100cp] Skull Familiar

A skull sealed within an orb. It has been bound to you as a familiar. Its personality is up to you to determine. By default, it is absolutely loyal to you, but you may forgo this if you wish.

Your skull familiar is able to fly around in order to move, and can carry the weight of a regular person, potentially allow you the power of flight by proxy as well. The orb surrounding the skull acts as a forcefield which can protect it from most harm. Further, the familiar bond between the two of you will protect you from the corruptive effects of any magics or energies you can control. However, should the familiar bond be somehow severed, you will immediately take on these corruptive effects. Additionally, your familiar skull will be able to slowly learn and practice any magic systems you have at your disposal.

Your skull familiar does not take up an active companion slot, unless it is imported as a companion in a future jump.

You may only purchase this companion once.

[200cp] Eon

Headmaster of Skylanders Academy and a formidable wizard in his own right. He has a special connection with his beard, allowing him to control it. He calls this 'beard-fu'. His beard also alerts him to imminent danger, which he refers to as his 'beard sense'.

Long ago, after a great war between good and evil, Eon established the Skylanders Academy, so that there would always be heroes to keep the peace in Skylands.

[200cp] Golden Queen

The Golden Queen is one of the most feared villains in Skylands, and runs the gang known as the Doom Raiders. She has the ability to turn others into solid gold. She can also fly, and use her magic to allow others to fly as well. Lastly, she is quite attractive, and is not above leveraging her beauty in order to get what she wants.

[200cp] Kaos

A powerful dark wizard. Even now, he is more than a match for any individual Skylander, and should events proceed as normal, he will only get more and more powerful as time goes on. However, he is

very much a fool, and has so far suffered three hundred and fourteen consecutive losses to the Skylanders.

[200cp] Kaossandra

The mother of Kaos, and a powerful sorceress. She claims to be a villain, but in reality, she acts for the side of good, spending her time and power keeping the villainous Strykore from returning to Skylands. Unfortunately, her skills as a mother leave something to be desired.

[400cp] Malefor

Malefor is a fully grown violet dragon. He is the Undead Dragon King, He is also the father of Cynder, who, should events proceed as normal, will join Skylanders Academy as a cadet. Malefor is extremely powerful, and could easily defeat teams of Skylanders on his own.

[600cp] Strykore

Currently banished from Skylands. He makes attempts to return, but is held back by the constant efforts of Kaossandra. He is the twin brother of Eon, and an extremely powerful dark wizard. He has learned the ability to consume the 'light' of others, turning them evil and boosting his own power. For this, he earned the moniker of The Light Eater. He can also adopt a Shadow Form to avoid harm. Even the villainous Malefor has recognised his power, and willingly submits to his rule.

-Drawbacks-

You may gain up to **600cp** in drawbacks but may take as many drawbacks as you like.

[0cp] Familiar Faces

Have you met Spyro and his friends previously, in another time or place? Perhaps you have encountered Crash and Coco Bandicoot sometime before? Although this is a different continuity, by taking this toggle you may carry over those relationships to some extent. They will generally remember your interactions with them in the past, though specific events that are not possible in this continuity may not carry over in their entirety.

[0cp] They Ruined Spyro!

Don't like the appearance of Spyro in this world? With this toggle, you can instead have Spyro take on an appearance more in line with his look from his mainline games (i.e. not Skylanders).

[0cp] They Ruined Crash!

Is it the accent? With this toggle, you can instead have Crash and Coco Bandicoot take on appearances more in line with the mainline Crash games (your choice of the classic 'low polygon', or a 'modern render'). Additionally, Crash will no longer actually speak, though strangely this will not have any impact on the events of this world, and Coco won't have an Australian accent.

[+100cp] Unappreciated

It seems people around these parts don't take you seriously. You will find it hard to get into factions such as the Skylanders or the Doom Raiders. You will struggle to receive promotions, and you will regularly be unfairly blamed for the failures of any group you are a part of. Unfortunately, this only seems to apply when it would disadvantage you; don't expect to be underestimated in an actual fight.

[+100cp] Are you still watching?

Every day or so, everything will seem to pause briefly. A pop-up notification will appear nearby, asking someone if they are still watching. A few moments later, the 'Continue watching' option will be selected. Occasionally, this will be accompanied by a groan, sigh, or other indicator of annoyance coming from... somewhere? Then time will resume. Only you will notice these pauses.

[+200cp] Uneducated

By taking this drawback, you will forget any knowledge relating to Skylanders Academy (the TV series). You will also forget that you have taken this drawback. You will not however, forget any knowledge relating to the Skylanders video game series. It will be as much as detriment to you as it will be a boon.

[+200cp] The Book of Jumper

Somewhere in this world is a magical book. Within the book, are well-drawn portraits of you and any companions you have. This book cannot be destroyed. The pages with portraits have a magical connection to the individuals drawn on them. For example, if a page was stapled, the connected person would suddenly experience immense pain as a small wound appears somewhere on their body. If the book was frozen, those in the book would be frozen in place until the book was thawed.

Whilst you don't know where the book is located, it is likely somewhere close to a group that you would be opposed to. For example, if you were the villainous sort, the book might be somewhere in Skylanders Academy. Whilst an opposing force might not know exactly what the book is, they will get the sense that it is of some importance to them, and so will not throw it away. Hopefully, they aren't able to figure out what they can do with it.

[+300cp] Tech Element Virus

It seems some form of darkness has infected the Tech Element in Skylands. It has left all of your items that originate from outside this jump non-functional. Further, any items you possess that originate from this world will occasionally malfunction. This will cause them to either not work, or to behave strangely, for short periods of time.

[+300cp] Dark Jumper

Oh no! Upon entry to this world, your 'light' has been completely consumed. The process has caused your body to take on a black and silver colour palette, and you have been reduced to a personality sitting in the back of your mind, watching on helplessly as a new 'evil' version of yourself controls your actions.

This 'Dark Jumper' possesses all of your powers, abilities, and memories. Should the two of you fight, you would probably barely win, but getting to that point will prove challenging. Firstly, those around you must recognise that the 'you' they see is in fact an impostor. The Dark Jumper will do their best to keep this a secret, even 'dealing with' individuals who discover the truth. Then, those around you must get the Dark Jumper to consume a special serum, which is made from Fire Viper venom, among other ingredients. Naturally, the Dark Jumper will avoid drinking it if at all possible. Finally, drinking the serum will split the Dark Jumper and you into two separate bodies, and you must defeat them in battle to finally destroy them.

The Dark Jumper is generally impacted by the other drawbacks as you would be, however these drawbacks will not impact them in a way that will obviously reveal them as an impostor. The Dark Jumper chain-failing whilst they still control your body will cause you to chain fail. Fortunately, they will never deliberately try to chain fail.

Should the Dark Jumper remain in control of your body when the jump ends, this will become permanent, they will take over your chain, and you will spend the rest of your life watching this monster use your body to commit unspeakable deeds.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Continue watching: You choose to remain in this world. Your chain ends here.

Watch something else: You choose to continue your chain. Proceed to the next jump.

Stop watching: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Is this a Spyro show?

Yes, Spyro is a main character. However, this is a separate continuity from the Spyro games.

Wait, Crash and Coco Bandicoot are here?

Crash Bandicoot guest stars in episodes in both Season 1 and Season 3. Crash, along with Coco, assists the Skylanders in the series finale. However, this is a separate continuity from the Crash games.

How does this relate to the Skylanders game series?

Skylanders Academy is an entirely separate continuity to the games. Many elements are adapted in some form, but there are also plenty of differences as well.

How does Skylanders Academy differ from the game series?

Here is a list of differences between continuities. It is not exhaustive, but does cover the major points.

- Instead of all Skylanders being active, with new ones introduced each year (game series), many Skylanders are merely cadets on the path to being a true Skylander, whilst others have completely retired (Academy).
- Whilst Light and Darkness exist as forces in Academy, they are not true elements. As such, Academy only uses the eight main elements (Air, Earth, Fire, Life, Magic, Tech, Undead, and Water).
- Kaossandra (Kaos' mother) is actually an agent of good (Academy), as opposed to a pure villain (game series).
- Dark Spyro is actually evil (Academy), as opposed to being a variant of Spyro (game series).
- Eon's family is structured differently. In Academy he is the father of Kaos, and has an evil twin brother, known as Strykore. His niece from the game series, Aurora, does not exist at all.
- Until the end of the last episode, Eon possesses a physical body, unlike the game series where he only has one for a single flashback scene in the first game.
- In Academy, Portal Masters are relegated to a single reference (the existence of Portal Master's Appreciation Day). Eon, Kao, and Kaossandra are not Portal Masters in this continuity. Portals exist as a means of transportation between different areas of Skylands, but these are not true Portals of Power. True Portals of Power are never shown or otherwise referred to.
- Whilst Earth plays an important role in the game series, it is not even referenced in Academy.

- The relationship between Malefor and Cynder has been changed. In Academy, Cynder is the biological daughter of Malefor. In the game series, Malefor stole Cynder's egg before she was born, and corrupted her to the side of evil. She was later turned good. These events are barely relevant in the game series, as they occur well before the first game.
- The make-up of the Doom Raiders differs between Academy and the game series. In Academy, the line up is: Golden Queen, Wolfgang, Chef Pepper Jack, Chompy Mage, Broccoli Guy, and later Dreamcatcher and Kaos. In the game series, Broccoli Guy and Chompy Mage are not members, instead they are unrelated villains. Additionally, the game series Doom Raiders has the Gulper and Dr. Krankcase. Of these, only Gulper is known to exist in Academy, and he is both not a Doom Raider, and only talked about, not shown on-screen.
- Broccoli Guy is actually secretly a threat (Academy), as opposed to just a gag villain (game series)
- The SWAP Force exists to some extent in Academy, but they have little on-screen presence. The only one shown is Wash Buckler, who actually sided with Strykore long ago, during the great war.
- Traptanium exists in Academy, but there is no use of Traptanium Traps.
- The Vehicles featured in Skylanders: SuperChargers are different. In Academy, the Vehicles are called SuperChargers (as opposed to certain Skylanders being called SuperChargers; these Skylanders do not appear at all). They are also not divided by terrain type. All SuperChargers are capable of flight, even the ones which were land-based in the game series. The Academy version of the vehicles do not use Rift Engines; instead they are powered by a tiny computer chip.
- Imaginators function differently. In Academy, anyone can make them as long they use a Creation Crystal, which were developed by King Pen. In the game series, only those with Mind Magic can use Creation Crystals, and they were not developed by King Pen at all. It is unclear whether King Pen's Creation Crystal even uses Imaginite, which is never referenced at all in Skylanders Academy.
- Crash Bandicoot differs greatly between continuities. In Academy, he talks (with an Australian accent). In the game series, he doesn't, and Aku Aku speaks on his behalf.
- The Iron Fist of Arkus is the size of a normal person's hand (Academy), instead of being massive (game series). In Academy, it doesn't turn one into a giant Arkeyan Robot. Instead, it summons and control an Arkeyan Conquertron. In Academy, the Conquertron has no personality or thoughts, whereas in the game series the Conquertron does have a personality, and is speech capable.

What are Alchemists capable of?

Here are all the various potions that Pop Fizz was able to create:

- Air sickness: This potion cures the imbiber of the 'air sickness' one can pick up when travelling on an airship. It will also work on other forms of motion sickness.
- Bounce: The imbiber bounces off any surfaces they come into contact with for a limited period of time.
- Fingerprint Finder: Pouring this over a surface will allow one to easily lift fingerprints from it.
- Green Foam: When thrown, the potion explodes and creates a rapidly expanding green foam that safely traps others.
- Grenade: When thrown, these potions produce a small magical explosion.

- **Lightweight:** When thrown, target becomes extremely light for a small period of time, and will begin to float into the air.
- **Memory Loss:** The imbiber lost years' worth of memories. The memories returned after a few hours.
- **Sheep:** Temporarily turns the imbiber into a sheep.
- **Super Speed:** The imbiber gets a temporary surge of super speed. Also works if thrown at a target.

What are Wizards and Sorceresses capable of?

Here are all of the magical abilities that a Wizard or Sorceress can learn to perform:

- **Astral Projection:** By meditating, you are able to project your consciousness out as a mass of magical energy in the shape of your disembodied head. The projection can be made selectively intangible, and can employ your other magical abilities. You may cease astral projection at any time. There are two risks with this power. First, it leaves your actual body vulnerable as you cannot see from it or control it whilst projecting. Second, if someone is inside your projection when you cancel it, or if you attempt to blast them with magic whilst they are inside your projection, they will be pulled inside your head. This will give them control over your body, and access to your innermost thoughts and memories.
- **Banishing:** Banished someone outside the world. They will be able to survive somehow, even without food or drink. If sufficiently powerful, they can fight their way back into the world. By regularly spending time channelling your magical power into the act, you can prevent this indefinitely.
- **Bestowal:** You can give up all or part of your magical power to another possessing magical ability. You may reclaim this at any time, even if you gave up everything.
- **Dissolution:** An extremely powerful magical attack, capable of disintegrating most things in Skylands. It is extremely draining; even a wizard of on level of Eon would only get a single use out of it before having to rest. The magic can only disintegrate a single object at a time, stopping once it impacts on something.
- **Enchanting:** Can imbue objects with various magical effects. Kaos was able to enchant a lens with the capacity to briefly glimpse into the future (this was a future that could be changed, not set in stone).
- **Electricity:** Can fire out magical electricity from your fingertips.
- **Flight:** Moderate amount of speed. Noticeably slower than a dragon's natural flight.
- **Forcefield:** Creates a solid wall of magical energy. The wall can be moved as you like, but requires constant effort and some of your focus to maintain.
- **Freezing:** Magically freezes the target in ice. Target is immobilised, but otherwise unharmed, and can be thawed out safely.
- **Hair stealing:** Kaos was able to cast a spell that stole Eon's beard and gave it to Kaos as hair. Eon was able to remove it and return it to his face fairly easily.
- **Hypnosis:** Can only hypnotise one or two targets at a time. Hypnosis wears off pretty quickly unless it is actively maintained.
- **Magic blast:** A generic blast of magical energy.
- **Mental Projections:** Creates a temporary hologram, out of your memory of an item. Not having something clear in your mind can cause the hologram to short out and vanish.

- Portals: Can open portals to other areas. Extremely exhausting. Choosing somewhere too far away will cause the portal to loop in itself for a while, before sending anyone going through the portal back to the origin point of the portal. The use of both light and dark forces together can extend the range further, but it risks corrupting the user.
- Shield: Briefly creates a small magic barrier, best used to block or reflect small magical attacks.
- Shockwave: Creates a wave of magical energy that travels along the ground at high-speed for some distance, before vanishing. Can fire in a single direction, or all directions.
- Smoke Grenade: Creates a smokescreen to allow one to escape.
- Statues: Can freeze living beings in place as a statue. This is entirely non-lethal, and magic from those with far less magical power than you can easily undo this effect.
- Telekinesis: Can move small objects. Nothing heavier than a low weight dumbbell. In time, you may improve to a point where you can move around people.
- Telepathic Block: Puts up a block around a given area. The block prevents messages of a magical or telepathic nature being sent in or out. Messages can still be sent within the blocked area, just not inside to outside, or vice versa.
- Telepathy: Single target at a time.
- Trap: Traps the target in a ball of magical energy. The target will eventually be able to break out of the ball, if they are powerful enough.

Learning additional magical abilities may require you to learn from an existing wizard or sorceress, or study magical tomes and spell books. Some magical abilities will require you to grow in magical power before you can use them. Your magical power will slowly grow over time, but you can also increase it in various ways. Someone can offer you a portion of their magical power, just as you can give yours to others. You can also forcibly take the magical power of others, if they possess it, and you can overpower them to a significant degree. Without out-of-jump perks and items, it will likely take you centuries to cover the bulk of this list.

Where can I find a Plot Synopsis?

You can find a summary of the plot of Skylanders Academy here:

https://skylanders.fandom.com/wiki/List_of_Skylanders_Academy_episodes

-Changelog-

0.1

Created the jump.

1.0

(i) Altered text of **Broccoli Wizard** slightly to clarify that giving someone healing does not cost you your innate healing ability.